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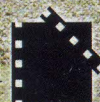
32



THE ENTS SMASH THE
FORCES OF ISENGARD!

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THE LORD OF THE RINGS

BATTLE GAMES 32

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Learn how Merry and Pippin encounter Treebeard, the ancient Ent, and how they unite with him to strike a blow against Saruman.



Playing the Game 2-3

Presenting the full rules for using the mighty Ents in your Battle Games, including Treebeard.



Battle Game 4-9

Treebeard marches on Isengard in this exciting scenario. Can he destroy the dam and wash away Saruman's foul industry?



Painting Workshop 10-15

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Brave Little Hobbits™

Merry and Pippin flee from Grishnákh into the heart of the vast and foreboding Fangorn Forest. Cornered and caught by the ravenous Orc, they are rescued by a creature from Hobbit legend – Treebeard the Ent.

The steadfast friends Meriadoc Brandybuck (Merry) and Peregrin Took (Pippin) follow Frodo from the safety of the Shire to Bree and Rivendell, and from there to the greater dangers of Moria and Amon Hen. They maintain their spirit and optimism throughout and never waver in their loyalty and friendship to the Ringbearer. Their path has taken them through many perils against Ringwraiths, Cave Trolls, Orcs and Uruks, but never have they had to face these dangers alone – until now. Captured by Uglúk, the Hobbits are being taken to Saruman at Isengard. With Boromir dead and The Fellowship broken behind them, Merry and Pippin find themselves alone and without hope of rescue. If they are to escape, they must do so on their own. When the Rohirrim attack, the Hobbits make a break for freedom and flee into the brooding forest, hoping to hide there from the pursuing Grishnákh. Cornered by the Orc, they are finally rescued when the forest comes alive and Treebeard the Ent crushes Grishnákh. Merry and Pippin befriend Treebeard and encourage him to join the fight

against Saruman, but he and the other Ents are reluctant to involve themselves in a war that is not theirs. Not until he sees the devastation wrought by Saruman's fires of industry does Treebeard finally realise this is a war that affects all who live in Middle-earth. Calling the Ents to battle, Treebeard and the Hobbits march on Isengard.

In this Pack, we focus on the last march of the Ents. In Playing the Game, we present the rules for using Treebeard and the Ents in your games. In the Battle Game, Treebeard leads the Ents on an attack against Isengard itself. The Painting Workshop shows you how to paint your Merry and Pippin models, while Modelling Workshop shows you how to create the dam of Isengard for use in the Battle Game.

*'Tree? I am no tree!
I am an Ent!'*

TREEBEARD™

*'Don't talk to it,
Merry! Don't
encourage it!'*

PIPPIN™



▲ MERRY AND PIPPIN

The two young Hobbits have no idea of the dangers that lurk outside the Shire.



The Last March of the Ents™

The mighty Ents are possibly the oldest creatures still living in Middle-earth. These once peaceful beings become enraged by the wanton destruction of their woodlands by Saruman the White, and are finally roused to battle.



Ents are fearsome warriors when provoked, able to tear rock and stone asunder and swat lesser creatures aside with ease. Here we give the base profiles and special rules for Treebeard and the Ents, who are the Shepherds of the Trees. They once roamed in all the great forests in Middle-earth, but nowadays their numbers are dwindling and they are a much scarcer sight, seen only in the depths of Fangorn Forest, on the slopes of the Misty Mountains. Untroubled by the wider world, it is rare for the Ents to interfere with affairs in the lands outside their forest. Ents are giants that resemble trees – having lived for so many years in the groves, they have become rather like the trees that they love. The desolation caused to their beloved woodlands drives them into a raging fury of destruction.

◀ THE ENTS MARCH ON ISENGARD
Treebeard leads the Ents of Fangorn against Saruman and Isengard.

Ent Special Rules

Break Stone: Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can split rock. When attacking fortifications, including doors, stone walls, towers and anything else that has *Batter* points, Ents count their *Strength* as 10 and can make six strikes, not one like other models.

Terror: A furious Ent is a truly terrifying sight. Ents evoke terror in the enemy, as described under the *Courage* rules in Pack 10's *Playing the Game*.

Woodland Creatures: Ents may move through woods freely, exactly as described for other forest dwellers in Pack 8's *Battle Game*.

Throw Stone: Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. The following rules apply to thrown rocks:

- An Ent that does not move in the *Move* phase and is not in touch with an enemy model may tear up a rock and throw it in the *Shoot* phase.
- The throw has a range of 42cm/18" and, if it hits, strikes with a *Strength* of 10.
- These rocks can damage castle walls as described in Pack 30's *Playing the Game*.

Treebeard (Points Value: 170)

Treebeard is the oldest of the ancient race of Ents that once roamed the forests of Middle-earth. Originally a friend of Saruman, he now has nothing but hatred of the one who has caused so much destruction to his forest home of Fangorn.

F	S	D	A	W	C	Move	M	W	F
8/4+	8	8	3	3	7	14cm/6"	3	6	3

Wargear:
None required

Special Rules:
Break Stone
Terror
Throw Stone



Ent (Points Value: 100)

Ents are giant, tree-like creatures that are as old as the forests in which they dwell. They are gentle and peace loving by nature, but when they or their kind are threatened, they can be roused to terrible anger, crushing rock and tearing stone with their powerful roots and limbs.

F	S	D	A	W	C	Move	M	W	F
7/4+	8	8	3	3	6	14cm/6"	-	-	-

Wargear:
None required

Special Rules:
Break Stone
Terror
Throw Stone
Tree-ish



Tree-ish: Ents are slow to act until a threat becomes clear. To awaken the Ent, the Good player must roll a dice at the start of each turn. If the dice roll is less than the current turn number, then the Ent has awoken and may act as normal from that turn onwards. If the Ent does not awaken, it may take no action, although it will fight if attacked in close combat. An Ent will automatically awaken if it is attacked, whether in close combat, through missile fire or by a magic power.



*'Now we must
decide if the Ents
will go to war.'*

TREEBEARD™

◀ SLOW TO ACT

At the start of Turn 2, the Good player needs to roll a 1 on the dice to awaken the Ent. In Turn 3, he needs to roll a 1 or a 2.



Breach the Dam!

Alerted to Saruman the White's foul treachery by Merry and Pippin, Treebeard and his fellow Ents launch an attack on Isengard. This Battle Game allows you to recreate the Ents' assault on Saruman's stronghold.



Although normally unconcerned with events outside Fangorn Forest, with the help of Merry and Pippin, Treebeard witnesses first-hand the destruction wrought on his realm by Saruman's followers at the behest of their master. Enraged at the cutting down of such a number of trees, many of which he counted amongst his friends, Treebeard summons the other Ents, and a host of them marches upon Isengard, now convinced of the threat posed by Saruman. If the Ents can destroy the dam holding back the waters of the river Isen, the furnaces and forges of Saruman's workshops will be extinguished, and the area around Orthanc will be flooded, trapping Saruman in his tower.

◀ WRATH OF THE ENTS

The defenders of Isengard are swept away by the raging torrent.

THE COMBATANTS

The Good player will need the metal models of Merry and Pippin you received in this Pack and the card figures of Treebeard and the other Ent. The Evil player will need 10 plastic Uruk-hai with swords and shields and 10 with pikes, plus 12 plastic Orcs from Pack 24, 3 Uruk-hai Berserkers and 3 Uruk-hai Captains.



► TREEBEARD

The leader of the mighty Ents.



▲ URUK-HAI CAPTAINS

You can use your Lurtz and Uglúk figures from Packs 5 and 16 to represent generic Uruk-hai Captains.



CHARACTER PROFILES

Ents[™]

Ancient beyond reckoning, the tree-like Ents are the guardians of Fangorn Forest, where they have lived for many an age. Although slow to anger and never hasty, once they witness the destruction wrought upon their home by Saruman and his minions, they are roused into a rage that is terrible to behold. With their ability to break stone in the same way as the roots of trees, even the mighty walls of Isengard are unable to hold back their furious assault.

Forces of Isengard[™]

With the majority of Saruman's forces otherwise engaged at Helm's Deep, only a relatively small number of troops remain to defend Isengard. Amongst these troops are not only Uruk-hai but those Orcs in the service of Saruman. Such Orcs are not bred specifically for war in the same way as the Uruk-hai. However, when their master's realm is attacked, they, too, are forced to fight to defend it and can still prove deadly.





BASE PROFILES

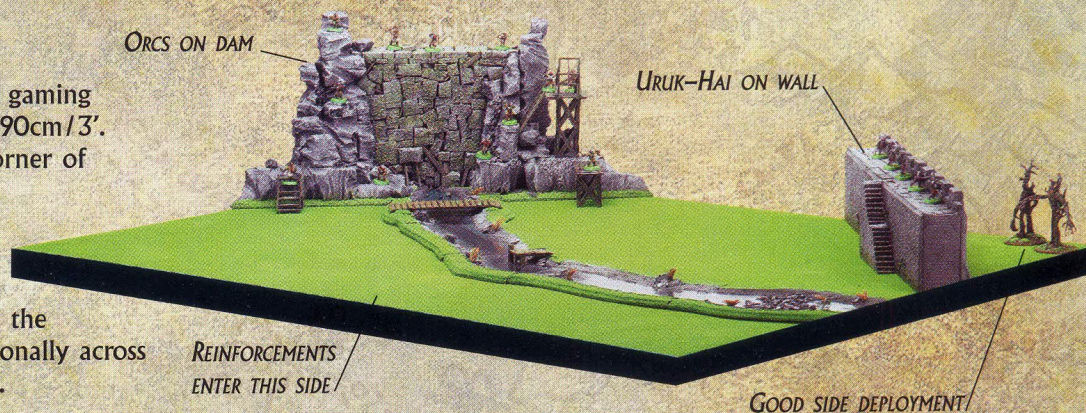
	F	S	D	A	W	C	Move	M	W	F
Merry	3/3+	2	3	1	1	4	10cm/4"	1*	0	2
Pippin	3/3+	2	3	1	1	4	10cm/4"	1*	0	2
Treebeard	8/4+	8	8	3	3	7	14cm/6"	3	6	3
Ent	7/4+	8	8	3	3	6	14cm/6"	-	-	-
Uruk-hai Warrior	4/-	4	5(6)	1	1	3	14cm/6"	-	-	-
Uruk-hai Berserker	4/-	4	6	2	1	8	14cm/6"	-	-	-
Orc	3/-	3	4(5)	1	1	2	14cm/6"	-	-	-

Warriors are armed and equipped as depicted on the model. Remember that shields add 1 point to Defence.

***Special Rule:** Since this game takes place after Merry and Pippin have drunk the Ent Draught, they have an extra point of Might.

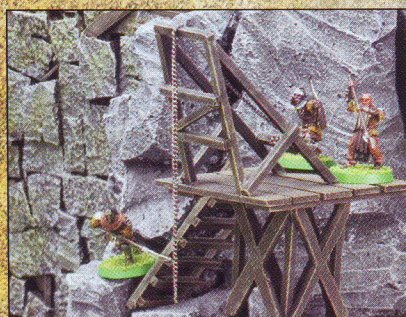
The Gaming Area

For this scenario you will need a gaming area approximately 120cm/4' by 90cm/3'. Place the Isengard dam in one corner of the board, with a river running from the front of it to one of the opposite board edges, representing a small stream of water running through the dam. Place two wall sections diagonally across the corner of the table as shown.



► READY TO ATTACK

The Hobbits may begin the game either being carried by an Ent or on foot.



◄ DAM WORKERS

The Orc workers on the dam begin the game prepared to defend it.

Starting Positions

The Ents and Hobbits start the game anywhere on the opposite side of the wall from the dam, at least 14cm/6" away from the wall. Four Uruk-hai armed with swords and shields are deployed on the wall sections, along with an Uruk-hai Captain. All the Orcs are deployed on the dam or the surrounding mountainside. The rest of the Uruk-hai enter play using the Reinforcements rules detailed opposite.



Special Scenario Rules

Reinforcements

Other than the Uruk-hai on the walls and the Orcs around the dam, the rest of the Evil player's forces are not present when the dam is attacked. For each Evil model not on the board, roll a dice at the start of each turn. On the roll of a 4-6, the model moves on from the board edge opposite the walls and the dam. On the roll of a 1-3, the model does not arrive this turn. Roll again at the start of the next turn.



► JOINING THE FRAY

The Uruk-hai Captain rolls a 5 and can therefore join the game this turn.

Carrying Hobbits

If Merry or Pippin come into base contact with an Ent during the Move phase, the Ent may pick one or both of them up, but can move no further that turn.

- Once carrying one or more Hobbits, an Ent may still use the Throw Stone rule, as the Hobbits are assumed to be sitting in branches safely out of the way of the flying stone.
- Hobbits may throw stones even when not stationary if being carried by an Ent, but may not fight, or be hurt in combat or by shooting.
- An Ent may put Hobbits down either before or after it has moved. If the Ent does not move before putting the Hobbits down, the Hobbits may move as normal. If an Ent is set on fire while carrying Hobbits, it will automatically put them down at the beginning of the next Move phase.



▲ 'HOLD ON LITTLE HOBBITS!'

Merry and Pippin may move into contact with Treebeard, but once he has picked them up, he cannot move any further.

Fire

Being made of wood, Ents are particularly susceptible to the dangers of fire. Knowing this, the Orc archers have equipped themselves with flaming arrows and two of the Berserkers have burning brands. If an Ent is hit by a blazing arrow or a Berserker with a flaming brand is on the winning side of a combat, the Ent catches fire, regardless of whether he is wounded. However, a Berserker wielding a flaming brand may not be supported by a model armed with a spear or pike.

Once on fire, an Ent will take a wound on the roll of a 5 or 6 at the beginning of every turn. In order to extinguish itself, an Ent must spend the entire Shoot and Fight phases in the stream. While putting out a fire in the stream, an Ent may not strike any blows if it wins combat and counts as being trapped if it loses.



▲ PUTTING OUT FLAMES

It's a good idea to place the Ent on its side in the stream to remind you that it is busy extinguishing itself.

The Dam

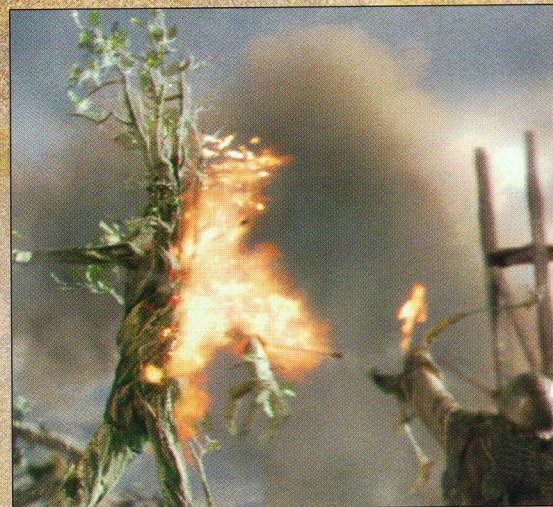
For the purposes of attempting to destroy it, the dam is treated exactly as a stone wall, the rules for which can be found in Pack 30.

'A Wizard Should Know Better!'

Having witnessed Saruman's wanton destruction of the forest which they call home, the Ents are already roused to a furious anger. In this game, the Tree-ish rule does not apply.

WINNING THE GAME

- The Good player wins if the dam is destroyed and the Hobbits survive.
- If the dam is destroyed, but either Merry or Pippin is killed, the game is a draw. When the dam is destroyed, one of the Ents must be carrying the Hobbits or they must be standing on a terrain feature at least 10cm/4" above the ground. This includes the mountains to the sides of the dam, but not the dam itself. Otherwise the Hobbits are drowned in the flooding and the game is a draw.
- The Evil player wins if they manage to kill or drive away the attackers before the dam is destroyed.



▲ BURNING ENT
The Ents' main weakness is fire.

GOOD TACTICS

Your priority is to destroy the dam as quickly as possible. Any time you spend doing anything else is extra time for the Evil side to inflict damage on you. Remember that you can throw stones at the dam, as well as attacking it directly. By far the biggest danger to your Ents comes from being set on fire, then being attacked when putting out the flames. However, try not to let avoiding or killing those enemy models which can set your Ents on fire distract you from the task in hand.

► HIGH GROUND
The Hobbits are safe as Treebeard tears down the dam, since Merry is on the cliffs and the other Ent is carrying Pippin.



◀ BRAVE HOBBITS
With their improved characteristics, Merry and Pippin are capable of dealing with the Orc archers.

There are only two Berserkers with brands, so if you end up in combat with them, do your best to kill them. Dealing with the archers on the dam is a task that can be left to Merry and Pippin. They can climb up the dam and tie up the archers to prevent the Ents being shot at. Make sure you get them to safety once the dam is breached though, or you risk a victory turning into a draw.



EVIL TACTICS

This is quite a difficult game for the Evil side, for two main reasons. First, Ents, particularly Treebeard, are very hard to beat in combat. Also, with the Throw Stone and Break Stone rules, they are excellent at destroying stone structures such as the dam you are trying to defend. Aim at swamping the Ents with sheer weight of numbers long before they can reach the dam – this will give you more opportunities to kill them before they start inflicting damage on the structure.



◀ GANGING UP

When fighting Ents, pikes can be used to great effect to further increase the number of attacks you can make.

▶ VULNERABLE ENT!

Attack the Ents when they are in the stream putting out fire. They count as being trapped, so are easier to beat.



Once an Ent is on fire, try to position your troops so that they cannot move into the stream without moving further away from the dam. Remember that if an Ent is set on fire, it will put down the Hobbits it is carrying, and if you can kill the Hobbits, the best the Good side will be able to achieve is a draw.



◀ BLOCKED PATH

With the shortest route to the stream blocked, Treebeard must either move away from the dam or risk suffering a wound.

NEXT PACK...

In Pack 33's Battle Game, you will have a chance to pick your own forces to do battle in a huge siege game. Will you choose to defend the Free Peoples or fight for the forces of Sauron?



Merry and Pippin™

Meriadoc Brandybuck and Peregrin Took are the mischievous yet loyal friends of Frodo and Sam, who join *The Fellowship of The Ring*. In this Painting Workshop, we show you how to paint these two adventurous Hobbits.



Throughout *The Fellowship of The Ring* and *The Two Towers*, Merry and Pippin are inseparable friends, adept at getting into and out of mischief. Whether they are stealing Gandalf's fireworks or are being carried away by Saruman's Uruk-hai, they are always in the thick of the action. In this Painting Workshop, we show you the techniques required to paint the two Hobbits. Many of the techniques are similar to those used to paint Sam in Pack 25. However, the palette here is much more varied, as Merry and Pippin wear brightly coloured clothes typical of the Shire.

◀ THE COUNCIL OF ELROND
Merry and Pippin talk themselves into the most perilous of quests.

PAINTING ESSENTIALS

PAINTS REQUIRED

SNAKEBITE LEATHER	BOLTGUN METAL
BUBONIC BROWN	BLACK INK
BLEACHED BONE	MITHRIL SILVER
YELLOW INK	DWARF FLESH
CHAOS BLACK	ELF FLESH
SCORCHED BROWN	SKULL WHITE
FORTRESS GREY	BAD MOON YELLOW
DARK ANGELS GREEN	REGAL BLUE
CODEx GREY	SCAB RED
BESTIAL BROWN	RED GORE

Basing Your Miniatures

Also included in this Painting Workshop is a guide to basing your models in a new way. Although you can still paint the bases of Merry and Pippin green and cover them in flock in the usual way, the new style will add extra depth and realism to your painted models. The basing guide can be found on page 15.



◀ A Pippin miniature based to the usual standard.



TREEBEARD™



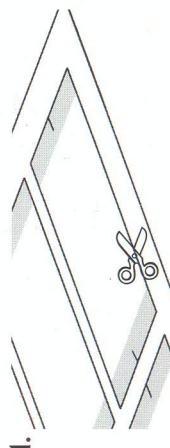
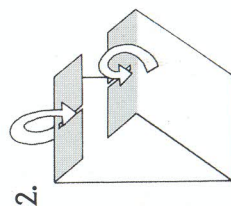
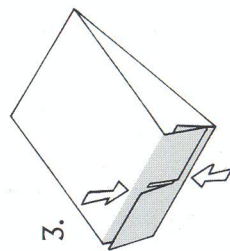
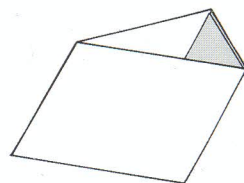
TREEBEARD™



ENT™



ENT™





Meriadoc Brandybuck™

1 The Waistcoat and Shirt

Merry's waistcoat is an off-yellow colour. The best way to achieve a muted yellow tone like this is to start with a brown base. Begin by painting the whole waistcoat with Snakebite Leather. Once dry, paint over this base colour with Bubonic Brown, leaving the Snakebite Leather showing through in the recesses. Highlight the raised areas of the waistcoat with a mix of Bubonic Brown and Bleached Bone. If you like, you can make the final tone more yellowish by giving it a wash of Yellow ink. Finally, paint the buttons with Chaos Black.

The undershirt is only visible at the bottom of the waistcoat at the front and sticking up at the back of Merry's neck. Simply paint it Bleached Bone, being careful not to get any of the paint on the waistcoat.



◀ Paint on a pale mix of Bubonic Brown and Bleached Bone to highlight the waistcoat.



► Remember to paint Merry's shirt collar Bleached Bone.

2 Merry's Trousers

The trousers are a dark brown colour. Begin by painting them Scorched Brown. To highlight the trousers, add a little Fortress Grey to Scorched Brown and apply this mix sparingly over the raised areas and folds of the trousers.

► Picking out the raised areas makes the trousers look like realistic cloth.



3 The Coat

Merry's coat is dark green. A good base colour for this is Dark Angels Green. Once the base colour is dry, apply highlights using a mix of Dark Angels Green and Fortress Grey.



◀ Adding Fortress Grey to the green base colour makes a bright yet natural green tone.

► Merry at the end of Step 3, with most of his clothing painted.





4 The Cloak

Merry's cloak is painted in a very similar way to Sam's in Pack 25. Instead of beginning with a black base colour, paint the entire cloak with a mix of Chaos Black and Codex Grey. Next, paint Codex Grey onto all the raised folds of the cloak, leaving the darker grey in the recesses. As a final highlight, carefully paint the sharpest edges Fortress Grey.



◀ The first highlight layer is Codex Grey, followed by Fortress Grey.



▲ A simple Bestial Brown highlight will make the backpack look tough and well-used.

► A stroke of Mithril Silver will add a sharp-looking edge to the blade.



5 Adventuring Equipment

Merry's equipment consists of a backpack and a sword, given to him by Strider. The backpack is painted Scorched Brown to give it a tough, leathery appearance. Apply highlights of Bestial Brown to all the raised edges. Paint the sword Boltgun Metal before applying a thin wash of Black ink. Finally, edge the sword with Mithril Silver.

◀ Dry-brush Merry's hair with Bubonic Brown to achieve the sandy blond colour.



6 The Hair

Merry's hair is a light, sandy blond colour. Paint the hair on Merry's head and feet Bestial Brown. Dry-brush the hair with Bubonic Brown to highlight it. Be careful to avoid the areas you've already painted when dry-brushing.



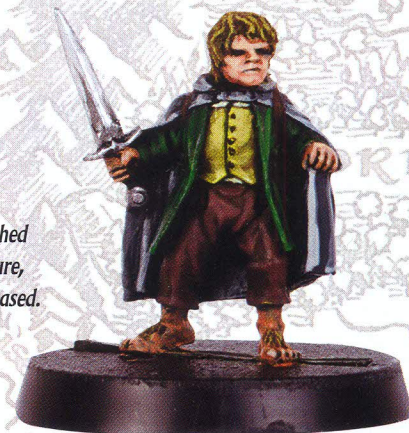
▲ Paint the face with an even coat of Dwarf Flesh, being careful to avoid the eye sockets.

7 Face and Skin

Carefully paint the face, hands and feet with Dwarf Flesh. When painting the face, be careful to avoid the eyes, as these look best when left black. Once you have a flat coat of Dwarf Flesh, apply a wash of watered-down Bestial Brown over the skin. When the wash is dry, reset the Dwarf Flesh base colour, before carefully applying highlights of Elf Flesh.

► Your finished Merry miniature, ready to be based.

◀ Use Elf Flesh sparingly to highlight Merry's face, hands and feet.





Peregrin Took™

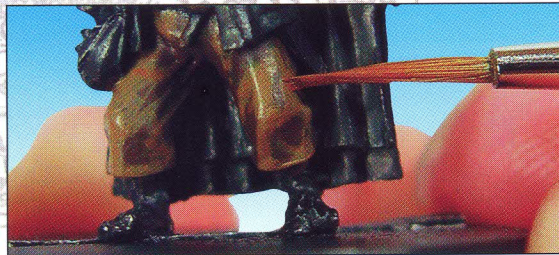
1 Pippin's Shirt

Begin by painting Pippin's undershirt Bleached Bone. Once this is dry, highlight the raised parts with Skull White. It is important to paint this part of the model first, as otherwise it will be extremely tricky to get into all the nooks and crannies without getting the paint on other parts of the miniature.



◀ Paint the undershirt with a Bleached Bone base colour to achieve an off-white tone.

► Add Bad Moon Yellow to Scorched Brown to make a warm highlight colour.



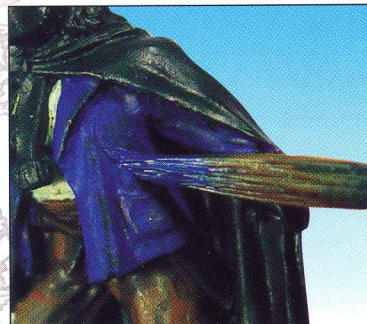
2 The Trousers

Like Merry's trousers, Pippin's can be given a base coat of Scorched Brown. However, to differentiate between them, highlight Pippin's trousers with a mix of Scorched Brown and Bad Moon Yellow, giving them a much warmer tone.

3 Pippin's Jacket

The jacket is a bright blue colour. Begin by painting it with an even coat of Regal Blue. The highlights are then painted onto the raised edges of the jacket, with a mix of Regal Blue and Fortress Grey.

► Regal Blue provides a good, dark base colour for Pippin's jacket.



4 The Scarf

Pippin wears a grey, woollen scarf about his neck. Paint this Codex Grey to begin with, then highlight it with Fortress Grey. The tassels at the end of the scarf benefit from dry-brushing, rather than edging, with Fortress Grey.



◀ The tassels can be dry-brushed Fortress Grey to make them stand out.

► Your Pippin miniature at the end of Step 4, ready to have his cloak painted.



5 The Cloak

Until the Elves of Lothlórien replace it, Pippin wears a distinctive red cloak. First, paint the cloak with an even coat of Scab Red. You may need several coats of this colour to make it cover the black undercoat smoothly. Using the layering technique, apply a first highlight of Red Gore to the raised parts of the cloak. As a final highlight, mix Red Gore with Dwarf Flesh and apply the mix to the extreme edges and folds of the cloak.



◀ Scab Red makes a rich, dark red base for Pippin's cloak.



► The final highlight is carefully applied, using a mix of Red Gore and Dwarf Flesh.

► Paint the satchel Scorched Brown and highlight it with Bestial Brown.



6 Adventuring Equipment

Like Merry, Pippin carries a sword given to him by Strider, as well as a leather satchel. He also wears a leather belt and has a small scabbard hanging at his side. The sword is painted in the same way as Merry's, while the satchel, belt and scabbard are all painted in the same way as Merry's backpack.

7 The Hair

Pippin's hair is much darker than Merry's, so begin by painting it Scorched Brown. Don't forget to paint the hair on his feet, too. Dry-brush the hair with Snakebite Leather to finish it.

► A dry-brush of Snakebite Leather will make Pippin's hair the correct colour.



▲ Highlight Pippin's face in the same way as Merry's.

8 The Face and Skin

Paint Pippin's face, hands and feet in exactly the same way as Merry's skin on page 12. Once the flesh is painted, all that remains is to base the model. You can either base your Hobbits as you have done before or use the new technique on the following page.

► Pippin is finished apart from his base.



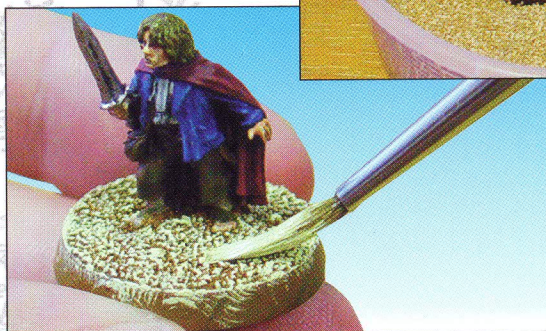
Basing your Models

As shown in previous Packs, you can add to the overall look of your models by creating a more detailed base for them to stand on. Here we present a way to base your models with a more realistic level of added detail.

Although a green base with flock on the top is perfectly fine, some people like to be a little more adventurous and create a base that has added detail and realism. This can be as simple as adding a few small rocks or as elaborate as Adam O'Brien's bases shown in last Pack's Painting Workshop. Here we present a style that is somewhere in the middle of these two examples, along with a way to easily match your other bases to this new style.

1 Creating Texture

To create a roughly textured look for the top of your base, apply PVA glue in the usual manner and then dip the model in sand rather than flock. When the PVA is dry, the sand can be painted a suitable earthy colour such as Bestial Brown. Once dry, a lighter, contrasting colour such as Bleached Bone can be dry-brushed over the top. Be extra careful not to get any paint onto the feet of the model when dry-brushing the base. A wash of Brown ink can be applied over the top to create the final dark, earthy look.



▲ Dipping the base in sand instead of flock gives it a more textured top.

▲ After the top has been dry-brushed and given a wash, the rim can be repainted brown to cover any unwanted mess.



◀ Irregular spots of PVA allow the static grass to adhere in small patches, giving a more realistic finish to the base.



➤ A pair of tweezers can be very useful for holding such small pieces of coarse turf.

2 Adding Additional Details

By adding a few patches of static grass and some small pieces of coarse turf to the top of the base, you can create a more interesting look. You can do this when all the paint is dry by placing a few spots of PVA on the top of the base and then dipping the model in a pot of static grass. As the excess is shaken off, patches of grass will be left behind. A few tiny clumps of coarse turf can be pulled off the larger piece and dipped in a small amount of PVA. These can then be glued onto the base, creating a contrast to the static grass.

3 Your Other Bases

This new basing technique looks quite different to the one you have used on all your previous models. To make the old models' bases match the new style, simply paint their rims with Bestial Brown.



◀ With their new bases, Merry and Pippin are ready to join the battle.



Dam at Isengard™

The dam built by Saruman's minions across the river Isen is just one of the changes made to the area during the raising of the armies of the White Hand. The destruction of this dam is a pivotal moment in the Ents' attack on Saruman's stronghold.



In the creation of his army, Saruman destroys a great deal of the natural beauty of the area surrounding Isengard. One element of this is the damming of the river Isen to provide him with water and power for his industry. Another is the destruction of a great number of trees, and it is this that ultimately incurs the wrath of Treebeard and his fellow Ents. In their attack upon Isengard, the Ents destroy Saruman's dam, causing the waters of the Isen to burst through and wash away the defenders. In this Modelling Workshop, we will show you how to build the dam, which can be used in conjunction with the river sections you have already built.

◀ ATTACK AT ISENGARD

The furious Ents fight their way towards the dam.

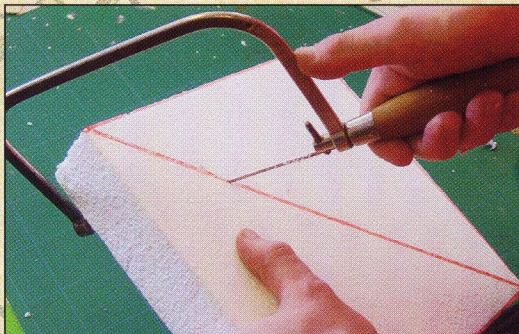
YOU WILL NEED

FELT TIP PEN
5CM/2" THICK POLYSTYRENE SHEET
SAW
PVA GLUE
HARDBOARD
HOT WIRE CUTTER
30CM/12" SQUARE POLYSTYRENE CEILING TILES
FOAM CARD
CRAFT KNIFE
STEEL RULER
READY-MIXED PLASTER FILLER

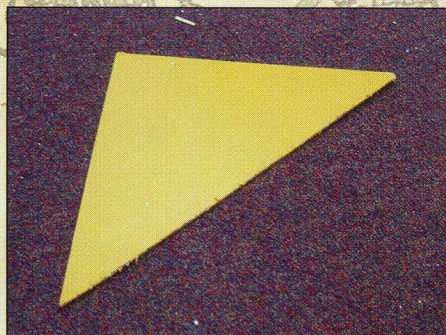
TEXTURED PAINT
BALSA WOOD SHEET
SMALL STONES OR GRAVEL
SAND
MODELLING FLOCK
BALSA WOOD SHEET
CHAOS BLACK, CODEX GREY, FORTRESS GREY, SKULL WHITE, BUBONIC BROWN, GOBLIN GREEN, ENCHANTED BLUE, DARK ANGELS GREEN, SCORCHED BROWN, GRAVEYARD EARTH AND KOMMANDO KHAKI ACRYLIC PAINTS

1 The Basic Shape

To start with, you need to make a thick, triangular shape, about 15cm/6" high. This will form the basic structure of the dam. Start by sawing the polystyrene sheet into two 23cm/9" square sections, then saw each of these squares diagonally in half, leaving you with four triangular pieces. Once you've done this, glue three of them together, making the shape thick enough.

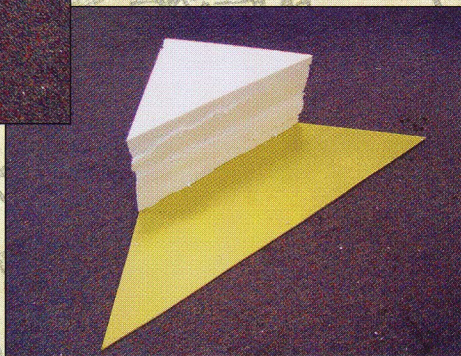


▶ **SAWING POLYSTYRENE**
Don't worry if the edges aren't very neat, as they will be covered up later on.



▶ TRIANGULAR BASE

The larger you make your base, the more detail you will have room for in front of the dam.



▶ BASIC STRUCTURE

This will provide you with the framework around which to build your dam.

2 Basing the Dam

The dam is constructed so that it will sit diagonally in the corner of the table. The base will therefore be a right-angled triangle. Cut this out of hardboard, remembering to make the base big enough to leave room for the dam, cliffs and river in front of your basic shape. We made ours with both short sides 46cm/18" long. Once you have cut out your base, glue your polystyrene triangle into the corner.

TOP TIP

Put something heavy (like a big tin of paint) on top of the stack of polystyrene when gluing it to the base. This will put pressure on it and stop the pieces coming apart while the glue is still drying.

3 The Wall of the Dam

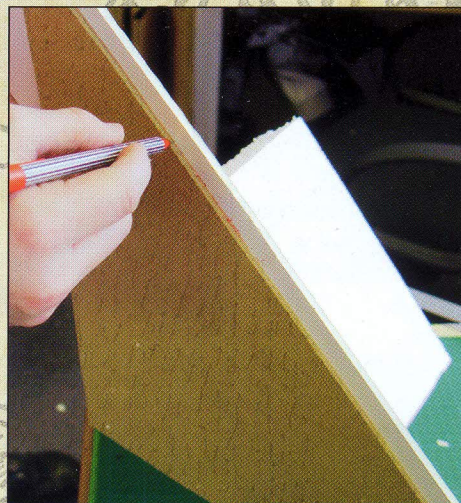
Using a saw or hot wire cutter, cut out a 20cm/8"x25cm/10" block of polystyrene and glue this onto the long side of the triangular block. This large flat 'wall' will form the structural basis of the dam itself.

▶ DAM WALL

This will separate the two levels of the dam.

4 The Riverbanks

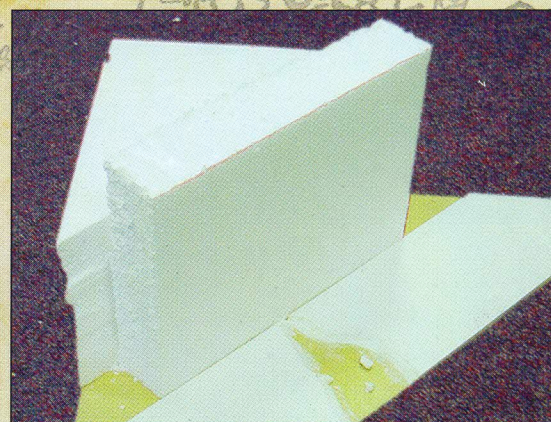
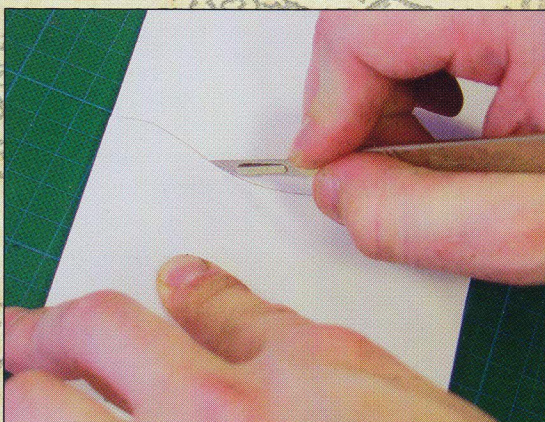
You now need to build up riverbanks at the base of the dam so that your river sections will join neatly up with the front of your base. Holding a sheet of foam card up against the front of the dam, use the underside of the base as a template to draw around. Cut the shape you've drawn out and check it covers the base in front of the dam. Next, cut into this foam card shape to make two riverbanks, starting with a narrow trickle at the base of the dam and opening out to the same width as your existing river sections. Now glue the banks onto your base and smooth out the front edge by cutting along the foam card at an angle. Leave a sharp edge where the banks of your river section will make contact with the front.



◀ **DRAWING TEMPLATE**
Ensure that your riverbanks are the same shape as the area of the base in front of the dam.

▶ CUTTING THE RIVERBANKS

Be very careful when cutting an uneven line, since you will not be able to use a ruler.



▲ COMPLETED RIVERBANKS

Your base is now ready to be built on.

TOP TIP

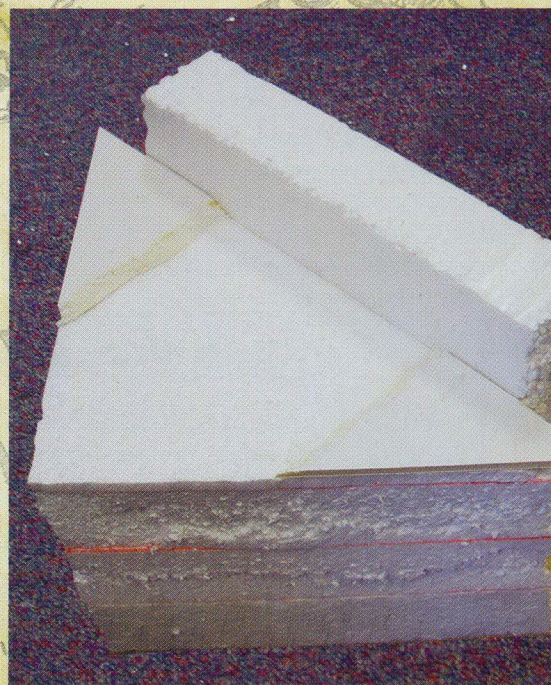
It's a good idea to have a river section you have made to hand so you can check that it will join up neatly with the dam. Make sure the width of the river and the height of the banks on your river section match those in front of your dam.

5 Water Behind the Dam

Cut a textured ceiling tile to the same shape as your initial triangular structure. Glue it into place behind the dam to represent the dammed waters of the Isen. This is the same technique as was used to represent a lake in Pack 29. Build up banks at either side with triangles of foam card, using the same method as for the lake.

▶ DEEP WATERS OF THE ISEN

Cutting the foam card roughly, rather than using a ruler, will give a more natural appearance.

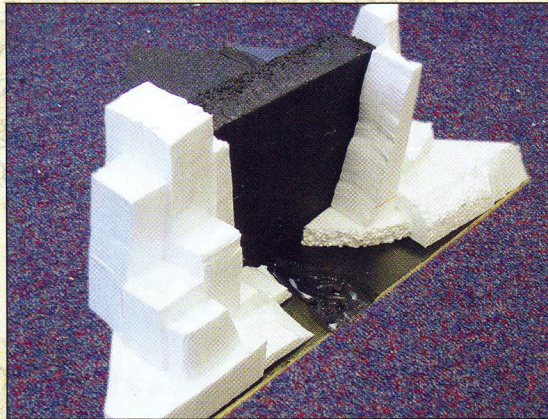


TOP TIP

Before going on to the next stage, you may find it useful to paint the structure so far Chaos Black. Doing this will mean that when you later come to paint the model, if there are areas into which you can't reach with a paintbrush, they will not be as noticeable, due to being black rather than white.

► ROUGH SHAPE

The polystyrene blocks will be sculpted into the form of the mountains. Don't forget to build rocks on both sides of the dam.



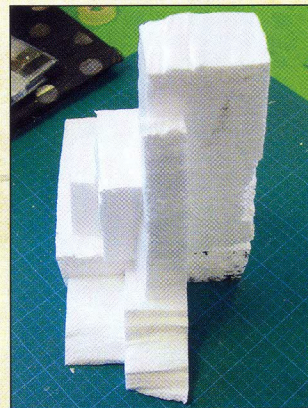
▲ FORMING THE ROCKS

Use the hot wire cutter to round off all the straight edges and leave a natural rocky shape.

Once you have the rough shape you want and the glue holding the pieces of polystyrene together has dried, lift them away from the base and use a hot wire cutter to cut the polystyrene into the shape of rock faces. Once you are happy with your sculpted shapes, you can add extra boulders and small rocks made from any offcuts. These are also useful for filling any gaps between the larger blocks of polystyrene. Once you are happy with your cliff faces, glue them to the main structure.

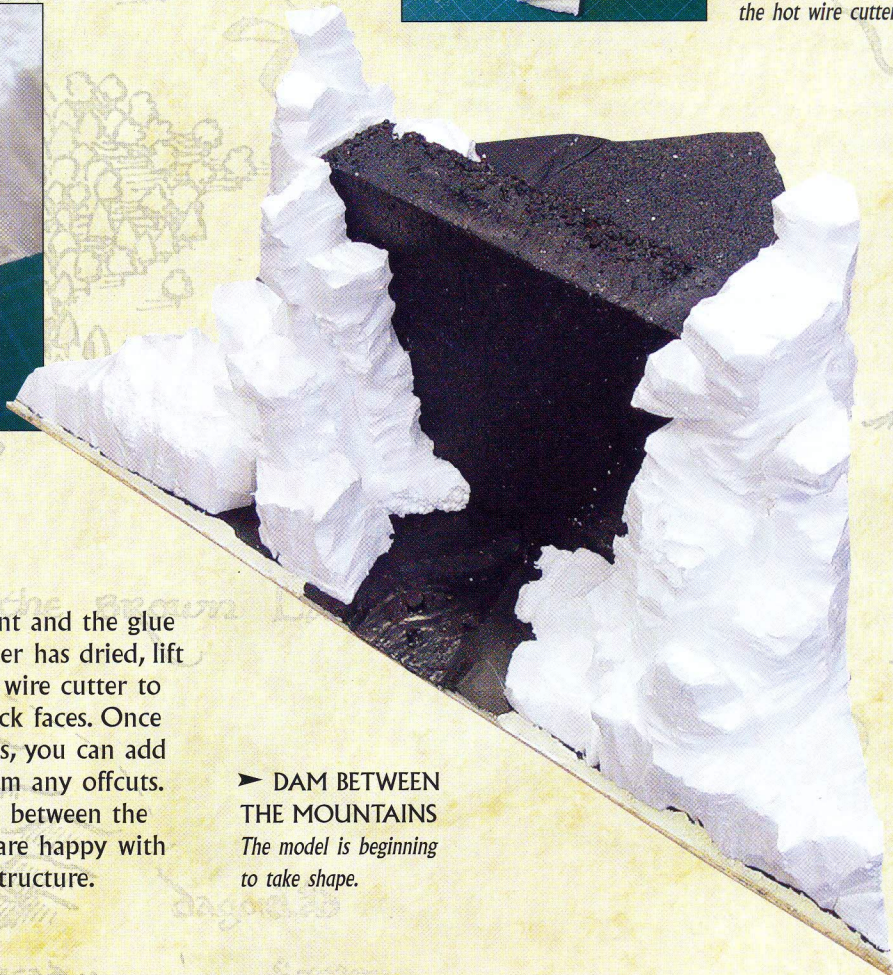
6 The Misty Mountains

Use blocks of polystyrene to build the basic shape of the mountains, through which the river runs, on either side of the dam. Make them larger than you want the mountains to be, since you will be cutting them down. Leave flat areas at various heights on the dam – these will form ledges on which you can position models for gaming. It's a good idea to build the rocks around the dam, gluing them to each other, but not actually gluing them to the main structure so that the base does not get in the way when you come to shape them.



◀ KEEP SEPARATE

Leaving the polystyrene blocks separate from the main structure makes it easier to use the hot wire cutter.



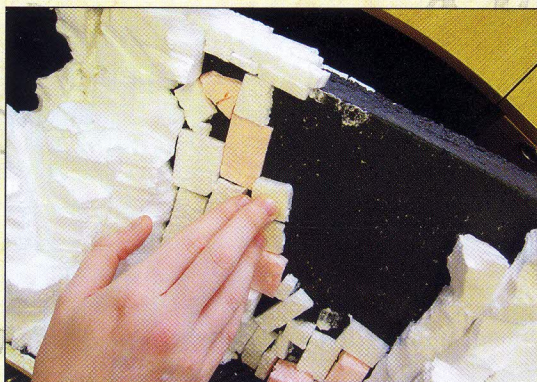
► DAM BETWEEN THE MOUNTAINS

The model is beginning to take shape.



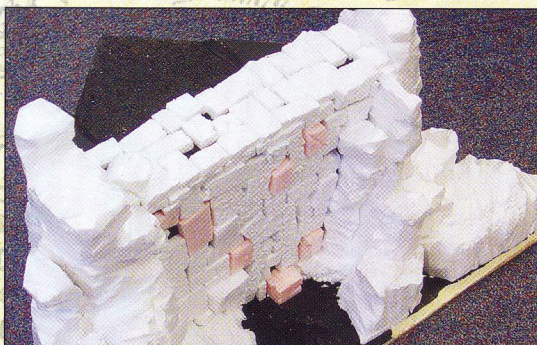
► ATTACHING TILE PIECES

Leave small gaps between the pieces of tile to make sure the stones will be clearly defined, once painted.



► CRUDE STONEWORK

The pieces of tile break up the surface of the dam and make it look as if it is constructed from various sizes of stone blocks.



7 Blocks of Stone

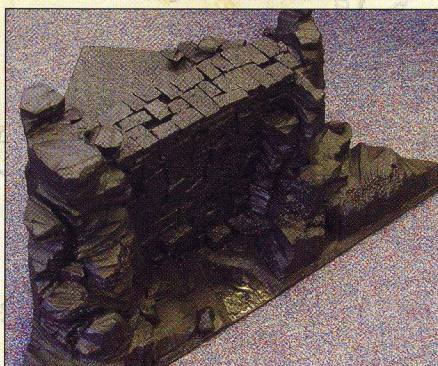
Using a hot wire cutter, cut a polystyrene ceiling tile roughly into different-sized pieces. Glue these over the back, front and sides of the dam to give the appearance of the dam being constructed from huge chunks of stone. Don't worry about leaving a few gaps in the stonework, as these will be filled in later. To give the dam an even more crude, roughly constructed feel, you can double up the thickness of the ceiling tile in some places or use leftover pieces of polystyrene cut into the shape of stone slabs.

8 Wooden Detailing

Before adding the wooden pieces of the dam, paint the cliffs and surfaces of the dam with textured paint. This will prevent the detail of the wood grain being obscured by the texture of the paint.

While waiting for the paint to dry, cut the balsa wood sheet into strips of various widths and lengths. Glue these strips into place on the dam, propped under any protruding blocks and filling any large gaps between pieces of tile to represent pieces of wood used as supports and to shore up the dam.

You can also use balsa wood to make ladders and walkways to connect the ledges on the rocks and walkways to provide extra space for models to stand on. All these things can be constructed using the methods detailed in the Moria Modelling Workshop in Pack 20. Alternatively, you can use pieces of your existing Moria scenery instead, as well as pieces like the crane, which will further augment the appearance of your dam.

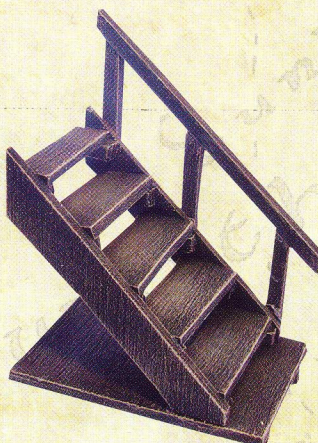


◀ TEXTURED STONE

With the earlier coat of black on the basic structure, there shouldn't be too many hard-to-reach gaps between the various rocks and stones.

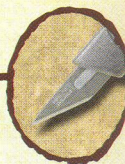
► WOODEN SUPPORTS

Breaking the ends off strips of wood, rather than cutting them, adds to the ramshackle appearance of the dam.



◀ MORIA STAIRS

These stairs, from the Moria Modelling Workshop in Pack 20, can be used to connect various levels of the cliffs around the dam.



◀ CONTRASTING COLOURS

The different colouring of the slabs of stone on the dam help them stand out from the surrounding mountains.

9 Painting the Dam

First, undercoat the entire model Chaos Black. If, like us, you used black textured paint on the rocks and dam walls, the only parts you will need to do this to are the wooden details. Next, dry-brush the rocks of the mountainsides with Codex Grey. Follow this with a lighter dry-brush of Fortress Grey, then an even lighter dry-brush of Skull White. The slabs of stone that make up the dam itself can be painted differently, to distinguish them from the rocks to either side. Start with a heavy dry-brush of Bubonic Brown, then progressively lighter dry-brushing with Codex Grey, then Fortress Grey.

Paint the wooden areas as you have done before, dry-brushing first with Graveyard Earth, then with Kommando Khaki. Glue sand to the riverbanks at the base of the dam, then paint the banks and the water to match your other river sections. Paint the water above the dam with the same colours as you painted the lake in Pack 19.

Last of all, you can add any final additional details such as small rocks or pieces of long grass, made and painted the same way as when you built your river sections.

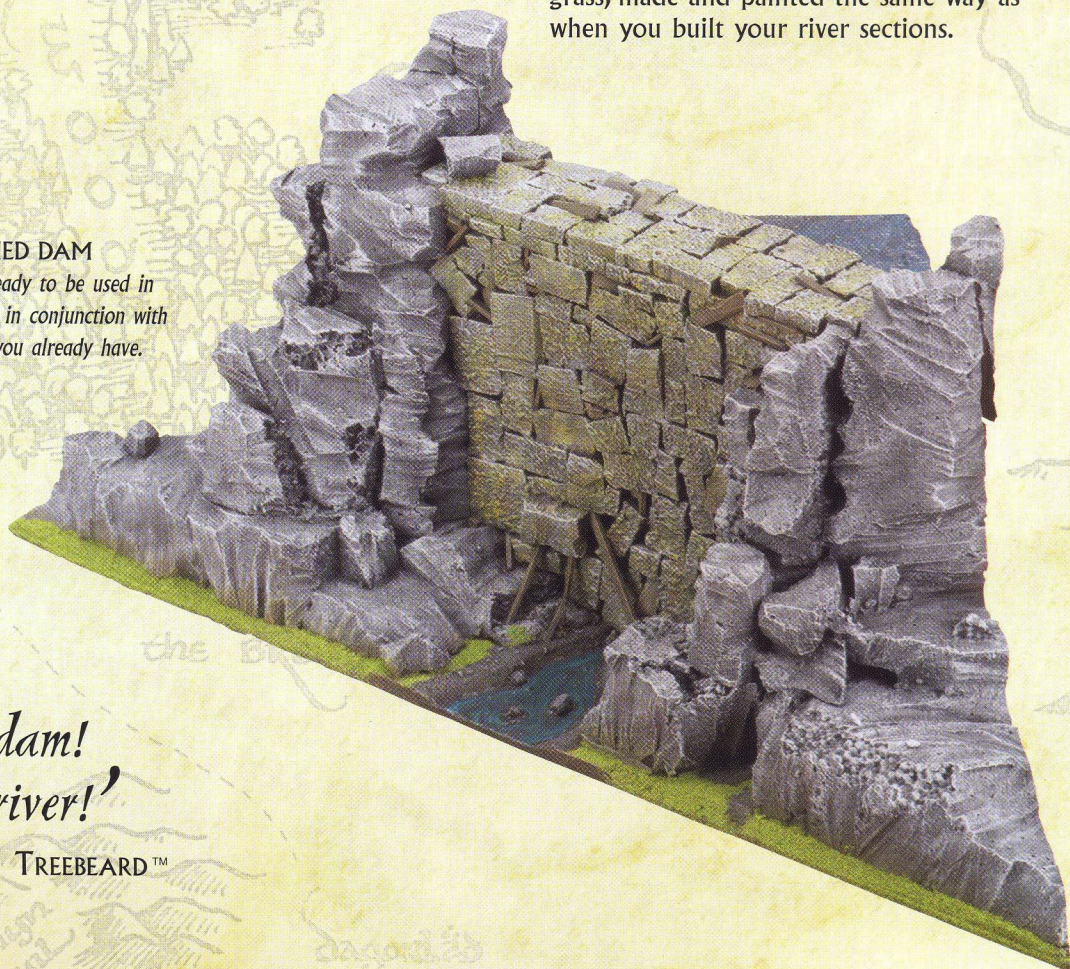
► ADDITIONAL FEATURES

By not gluing the extra walkways, platforms and other items of scenery to the dam, you can vary how you set it up from game to game.



► THE FINISHED DAM

The dam is now ready to be used in your battle games, in conjunction with the river sections you already have.



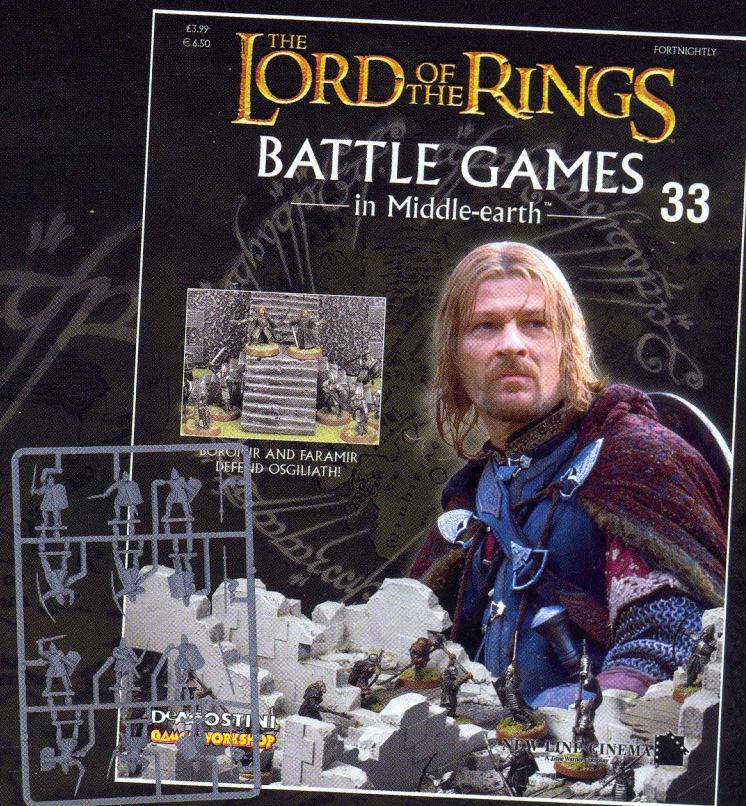
*'Break the dam!
Release the river!'*

TREEBEARD™

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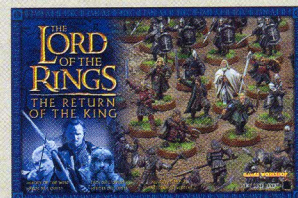
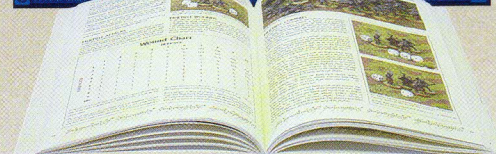
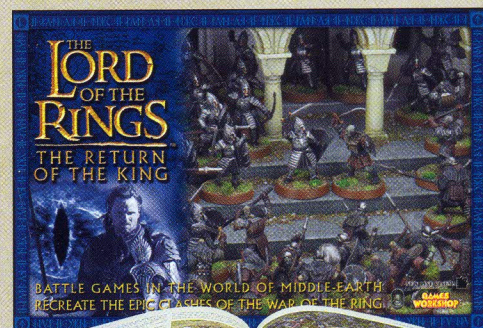
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